DON BLUTH'S

SPACE ACE

ReadySoft Inc.

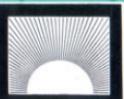Printed in Canada

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SPACE ACE®

for the Amiga®and Atari ST®computers

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The evil Commander Borf is attacking Earth! With the help of his dreaded weapon, the Infanto Ray, Borf will reduce all of humankind into infants and take over the planet.

Only two people have the courage and strength to stop Borf and save the Earth, the beautiful Kimberly and the heroic Space Ace. But as they approach Borf's stronghold Ace is hit by the Infanto Ray, changing him into a weakling, and Kimberly is kidnapped by the evil madman!

Only you can guide Space Ace, and his weak alter-ego Dexter, to rescue Kimberly and defeat Borf. But watch out, many dangers and deadly beasts await as you travel throughout the galaxy chasing Borf from space station to planet and back again! Survive Borf's monsters, rescue Kimberly and finally confront Borf himself in deadly hand to hand combat all before the Earth is enslaved forever!

Game Instructions

After you have opened the package you should find four (4) disks, a registration card and these instructions.

To Load Space Ace

A-1000 Owners
- turn on your computer.
- insert KICKSTART 1.2 or greater at the prompt.
- when prompted for the WORKBENCH disk, insert the SPACE ACE Disk One (1) into the internal disk drive.

All Other Amiga Owners
- turn on your computer.
- when prompted for the WORKBENCH disk, insert the SPACE ACE Disk One (1) into the internal disk drive.

Atari ST Owners
- insert the SPACE ACE Disk One (1) into the disk drive.
- turn on your computer.

The game will then quickly load.

Note For Atari Owners: Owners of Atari ST computers with single sided drives are limited in the number of scenes they will be able to play.

Starting The Game

After the game has loaded the demo mode will automatically begin. The demo runs through scenes from the first disk and then returns to the title screen and credits. To start playing the game simply press the fire button on the joystick or the zero (0) on the keypad at any time. You will know the game has started when the player score screen appears. This screen shows your score and the number of lives you have remaining. The first scene will then load automatically.

Playing Space Ace

You do not directly control all of Ace's actions, rather you control his reactions to the events that happen around him. As you watch the animation, you must decide in which direction Ace should move on the screen and when.

To finish a scene successfully you must make a joystick move or press the fire button when Ace is in danger. Timing is very critical and often you may make the correct move but at the wrong time. Also, many scenes require more than one move. If you are having trouble, watch the animation carefully and move Ace in the safest direction or if no direction is safe press the fire button to use Ace's laser gun or laser staff.

If you're sure you have the correct move try varying the time when you make the move, a little sooner or a little later. Don't be surprised if Ace doesn't move immediately after you have made a joystick move. You must wait for the animation to finish and if you made the correct move(s) you will continue on to the next scene.

Don't be surprised when you see Dexter in one scene and Ace in another. Ace has been hit by the Infanto Ray once already and he transforms back and forth between some of the scenes. You have three lives and for every 10,000 points you will receive one extra life. The game will end if you lose all of your lives or when you have completed all of the scenes on the four disks.

From time to time it will be necessary to change the disk in the drive. After you have finished all the animations on a disk you will be asked to insert the next disk so that the game can continue. NEVER eject one of the game disks while you are playing, unless you are prompted, or you may damage the disk!

Controls

Amiga Owners

There are two ways to control Ace: you may use either a joystick plugged into Joystick Port 2, the port beside the mouse port, or the numeric keypad on the keyboard. The directions you will need are UP (8), DOWN (2), LEFT (4) and RIGHT (6). To use Ace's laser gun or staff press the FIRE BUTTON on the joystick or the '0' on the keypad.

Atari Owners

Same as above but the joystick should be plugged into Joystick Port 2, located on the underside of the computer.

Ending The Game

Amiga Owners

To stop playing the game simply reboot your Amiga, press the CTRL key and the two AMIGA keys (on some machines the COMMODORE Key and the AMIGA Key) at the same time. The screen will go blank and you may now eject the disk(s) from the drive(s).

Atari Owners

To stop playing the game simply press the reset switch located on the back of the computer. You can then safely remove the disk in the drive.

Saving Your Position

To save your position press the 'S' key during a scene and after you have successfully completed the scene you will be prompted for your save disk. Remove the game disk from the internal drive and insert the Save disk. Your position will be saved and you will be prompted again for the current game disk.

NOTE: Any data on your Save disk will be ERASED. Be sure to use a blank disk or one you will use only to save your position onto. Also it is unnecessary to format the Save disk.

Loading a Saved Game

To load a saved game press the 'L' key during a scene and you will be prompted for your Save disk. Remove the game disk from the internal drive and replace it with the Save disk. The last saved position will be loaded and you will be prompted for the appropriate game disk.

NOTE: You can cancel either of the operations by pressing the 'ESC' key while the 'Insert SAVE Disk' prompt is on the screen.

Pausing The Game

You can pause the game at any time by pressing the 'P' key on the keyboard. To continue to play, press the 'P' key again and the game will resume.

Turning The Audio Off/On

You can toggle the audio off and on by pressing the 'A' key on the keyboard.

Playing Scene One

Borf will appear from his space station flying on an anti-gravity platform. He will fire his laser gun at the rocks around young Ace. Just before the third laser shot, move RIGHT and Dexter will jump behind the large rock on the right hand side of the screen. Borf will fire again hitting the top of the rock. Before Borf shoots at the rock again, move LEFT and Dexter will jump from behind the rock to the centre of the screen. Borf will follow and fire his gun again. Before Borf can shoot, move DOWN, Dexter will jump behind the rock again and you will have finished this scene.

Space Ace Hints

Scene 1   Borf flies out of his ship on an anti-gravity platform. As he approaches Dexter, Borf begins to fire his laser gun. Dexter must dodge the laser shots, hiding behind the rocks at his sides.

Scene 2   After getting away from Borf, Dexter runs towards his spaceship. But before he gets there he must cross the path of a floating robot who is stomping the ground beneath him. Dexter must dodge the stomping arms and make his way across the crumbling ground.

Scene 3   More floating robots come flying at Dexter and he must dodge laser shots to get to his spaceship.

Scene 4   Dexter has launched his ship and is flying towards Borf's Space Station. Dexter must slow the ship down without landing too hard on the station.

Scene 5   Inside the station a huge, green muck monster lurches out of the mud to try and eat Ace. Ace must kill the monster before it kills him.

Scene 6   Dexter is standing on a section of broken bridge and a large stomping arm appears to crush the bridge.   Dexter must jump from the bridge to safety.

Scene 7   Dexter must now jump onto a moving platform to get across the remaining piece of bridge.

Scene 8   Dexter is running along a rock path when suddenly a large purple monster appears. Dexter must jump through the monster's open jaws and run to safety.

Scene 9   Another purple monster appears along the path and again Dexter must dodge the monster's gaping mouth.

Scene 10   After escaping the purple path creatures, Dexter is grabbed by the tentacle of the largest of the purple monsters! Dexter must kill the monster before it devours him.

Scene 11   Dexter is dropped onto a rock bridge, in front of two caves. Beside the bridge two purple monsters appear bouncing up and down waiting for him to move. Dexter must get into a cave before two blue cat people get him from behind.

Scene 12   Dexter is now in the centre of the station. He must make his way through the maze of corridors and buildings in order to find the evil Borf. But all around him are Borf's security dog creatures! As Dexter runs past an intersection, two of the dog creatures appear from the sides to try to stop him. Dexter must dodge the creatures as they jump towards him.

Scene 13   Dogs appear from in front, behind and the side of Dexter intent on killing him. Dexter must continue running down one of the corridors.

Scene 14   The dog creatures follow Dexter through a narrow corridor, between rows of energy conduits. Dexter must get out from between the conduits before they come to life or the dogs get him.

Scene 15   Ace is standing between two of Borf's security robots. They raise their laser blasters and fire! Ace must dodge the laser shots and run down another corridor.

Scene 16   Ace makes his way down a corridor and past several energy conduits. As he passes them, the conduits come to life! Ace must dodge the energy bolts before they fry him alive.

Scene 17   Dexter continues through the corridors and must dodge another laser blast.

Scene 18   Borf's stronghold is almost in sight but before Dexter can reach it he must stop and dodge another laser blast.

Scene 19   Dexter makes his way down the last corridor and must climb up to Borf's control center.

Scene 20   Ace is now in the control center and Borf attacks swinging his staff before knocking Ace off his feet with a hard side-kick. Ace must block the staff swing before getting kicked.

Scene 21 Ace continues to grapple with Borf in hand to hand combat! Flaming staff in hand, Borf attacks. Ace must block Borf's staff before it knocks him unconscious.

Scene 22 Again Borf swings his staff down towards Ace's head. Ace must block the staff before it knocks him out.

Scene 23 Ace goes on the offensive! Borf blocks Ace's attack and counters with a round-house kick. Ace must duck under the kick before attacking again.

Scene 24 On his back Ace is vulnerable and Borf isn't waiting for him to get up! Borf swings his staff down to finish Ace off and Ace must block the staff.

Scene 25 Getting to his feet, Ace stands in front of Borf waiting for his next move. Borf swings his staff once and then again! Ace must jump over and duck under the staff.

Scene 26 Borf swings again! Ace must dodge the blow before jumping onto Borf's back.

Scene 27 Borf's little, blue goons come to help their master! Ace can't stop them all, so he must jump from Borf's back.

Scene 28 Swinging down on the rope, Ace must jump onto the platform Kimberly is strapped to.

Scene 29 Kimberly in hand, Ace lands in a pool of lava, on top of the platform. As Ace waits, the lava slowly creeps over the edges of the platform. Ace must jump from the platform to safety.

Scene 30 Now that Kimberly is safe, Ace must get Borf before the Infanto Ray gets him. Running along a platform inside the station, Ace must dodge the ray without falling off the platform.

Scene 31 Borf fires his Infanto Ray again. Dexter must dodge the ray without falling off the bridge he's running on.

Scene 32 Ace turns down a bridge lined with mirrors as Borf fires again. The Infanto Ray destroys the bridge ahead of Ace.

Scene 33 Borf aims the Infanto Ray and fires! There is no escape for Ace this time. The only option is to push a mirror into the path of the ray.